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Survey on Methods used in Iris Recognition System

Sangeeta Soni, Ajay Kumar Singh

Mody University of Science and Technology, India
E-mail: Sangeeta.soni0207@gmail.com,
ajay.kr.singh07@gmail.com

Abstract

The biometrics is the study of physical attributes or behavioral qualities of human incorporate things, for example, fingerprints, face, hand geometry, walk, keystrokes, voice and iris. Among the biometrics, iris has very precise and solid attributes. An iris has exceptional structure and it stays stable over a man life time. Iris recognition is one of the biometric recognizable proof and validation that utilizes design acknowledgment innovation with the assistance of high determination. A general approach of iris recognition framework incorporates image obtaining, segmentation; feature extraction, matching/characterization. The whole performance of biometric system in view of iris recognition depends upon the choice of iris elements. In this paper review of different component extraction strategies are discussed which are utilized for iris recognition.

Keywords: *Iris recognition,Segmentation,Normalization.*

INTRODUCTION

Iris recognition is most reliable method of biometric authentication that uses pattern-recognition techniques based on high resolution images of the irises of an individual's eyes [1]. The human iris is a some portion of eyes annular part between the pupil (by and large, seeming dark in a image) and the white bit is sclera, has an uncommon structure and gives many minute qualities, for example, spots, coronas, stripes, and so forth.. These visible characteristics, which are generally called the texture of the iris, which are unique. The iris is said to have 266 unique spots. Iris is a muscle part inside the eye that regulates the size of pupil, controlling the intensity of light that control the eye. The rest of the paper is structured as follows. Section 2 describes the structure of iris recognition system. Section 3 tells about the various feature extraction techniques.

Basic Steps in iris recognition

The iris recognition system is consist of five major steps are explained as follows :- very first step is image acquisition that deals with capturing number of high resolution of iris images from sensors and cameras. The captured image specially contained iris and pupil part and then some preprocessing operation are applied to improve the quality of image which is captured by the cameras. For example noise removing, histogram equalization etc. The next step is segmentation in which the separation of iris portion from the eye image. It is the operations which keeps out the artifacts and localize the circular region of iris. The segmentation process depends on quality of iris image.

In third step the segmented iris is normalized. In normalization process the size of iris is maintain. Iris of different people is captured in different size, for the same person the size is differ because variation in enhancement and other features. In order to provide accurate recognition of individuals, the most judicious information present in an iris must be extracted in the fourth step. Only the important information of the iris must be encoded so the comparison between templates can be made. This paper mainly study of different techniques of iris recognition.

Once the features are extracted we need to match the iris templates which are available in database.

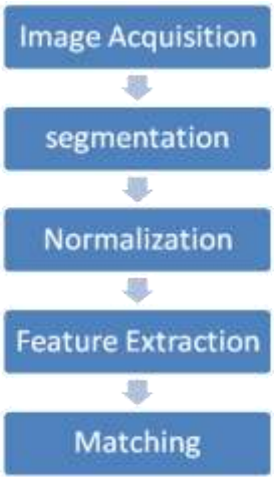

Fig 1.*Steps involved in iris recognition*

In this paper various techniques of iris recognition is discuss. In the next section we will discuss the algorithm.

IRIS IMAGE DATASETS

The accuracy of the iris recognition relies upon the nature of the iris images. Noisy and low quality pictures corrupt the execution of the framework. UBIRIS database is the openly accessible database [2]. It contains the images with noisy, with and without participation from subjects. The UBIRIS database comprise of two variants with pictures gathered in two particular sessions comparing to enrolment and acknowledgment stages. The second form images were caught with more reasonable commotion calculates on non-obliged conditions, for example, at-a-separation, moving and unmistakable wavelength. CASIA iris image database images are caught in two sessions [2].CASIA-IrisV3 contains an aggregate of 22,051 iris images from more than 700 subjects. It likewise comprises of twins' iris images dataset. ND 2004-2005 database is the superset of Iris Challenge Evaluation (ICE) dataset, utilizes an Iridian iris imaging framework for catching the images [3]. The framework gives voice input to manage the client to the right position. The images are gained in gatherings of three called as shot. For every shot, the framework consequently chooses the best image of the three and reports estimations of value measurements and division comes about for that image. For every individual, the left eye and right eye are enlisted independently.

IRIS RECOGNITION METHODS

Phase-based method

1)Daugman integro differential operator

The phase based method perceives iris patterns in view of phase data. Phase data is not rely on upon imaging difference and enlightenment. J.Daugman [1,2] described and allow the primary finish, financially accessible phase based iris recognition framework in 1994. It uses segmentation of iris of gray scale iris images in databases .The eye images with determination of pixels between 80-130 iris radiuses were caught with image center estimation performed progressively. The pupil and iris boundary can be discover utilizing integrodifferential operator given in Equation

$$max_{r,x_{0,}y_0} \left| G(r) * \frac{d}{dr} \int r \right| \quad ....1)$$

I(x,y) described the iris image in spatial directions, r is the radius, (x0,y0) are centre coordinates of iris image, the image * signifies convolution and $G\sigma(r)$ is a Gaussian smoothing function of scale σ in the geometry . The centre coordinate and radius both are decide for pupil and iris by finding the maximum partial derivative of the contour integral of the image along the circular arc. The limits of eyelid are restricted by changing the way of form contour integration from circular to accurate. The part of the image I(x, y) is standardized to the polar form by the mapping function I(x(r, θ), y(r, θ)) → I(r, θ) where r lies on the unit interval [0,1] and θ is the angular quantity in the range [0,2π]. The description of iris texture is binarized by quantizing the phase response of a texture channel utilizing quadrature 2D Gabor wavelets into four levels. Each pixels contain in standardized iris design compares to two bits of information in the iris format. The aggregate bits figured for the template is 2,048, and an equivalent number of masking bits are produced to mask out undetermined regions inside the iris. This result out a minimized 256-byte template, which allows for storage and comparison of iris.

Statistical independence involving degrees of freedom is failed in this recognition. Iris codes of two different samples are differing. The test in which Boolean XOR operator applied to 2048 bit phase vectors to encode any two iris patterns, masked (AND) by both of their bit vectors. The variation measure between any two iris patterns is computed using Hamming Distance (HD) given in Equation (2) from the resultant bit vector and mask bit vectors.

$$HD = \frac{(code\ A\ XOR\ codeB)\ AND\ maskA\ AND\ maskB}{maskA\ AND\ maskB}$$
………2)

CodeA , codeB are two phase code bit vectors and maskA, maskB are mask bit vectors. The HD is a fractional used to measure variation with 0 representing a perfect match.It is the technique which convert gray scale images into binary scale in two values 0 and 1. A low normalized HD indicates strong similarity of iris codes. The work done by Xianchao Qui [3] used 2D Gabor filters for localization. The filter response vectors were nested using vector quantization algorithms like k-means. The tests were performed on CASIA- iris database consisting of images captured from Asian and non-Asian race groups. In Martin‘s method, the iris circumference parameters are calculated by maximizing the average intensity differences of the five sequential circumferences. In Masek‘s method, the segmentation depend on the Hough transform. The phase data from 1D Log-Gabor filters was removed and quantized to four levels to encode the unique pattern of the iris into a bit-wise biometric template. Xiaomei Liu [6] re implemented Masek‘s algorithm in C that was initially composed in Matlab. For improving recognition rates the Daugman‘s method, Karen vollings worth [7] has developed a number of techniques. These techniques consist of fragile bit masking, signal-level fusion of iris images, and detecting local deformalities in iris texture. The bits which are close to the axis of the complex plane shift the filter response from one quadrant to adjacent quadrant in presence of noise. In the fragile bit masking method, the fragile bits are identified and masked to improve the accuracy. The signal-level fusion method applies image averaging of selected frames from a video clip of an iris. Local texture deformalities occurs with contact lenses with a logo, poor-fit contacts and edges of hard contact lenses, segmentation mistakes and shadows on the iris. These are identified by analyzing iris code matching results.The normalized images of resolution 20x240 were covered with 92 windows each of size 8x20.For every window fractional HD was computed. The highest fractional HD location of windows was identified and removed from further calculations. The dilation effect was studied by gathering datasets of images with varying degrees of dilation. The data was partitioned into subsets with small pupils, medium pupils and large pupils. The data set with large pupils showed worst performance with EER of magnitude greater compared to that of small pupil data set. The visibility in the iris area is lessen and larger part of iris is blocked by eyelids which provide less information for iris code generation.

Texture-analysis based method

1) Laplacian of Gaussian Filters

Keep in mind end goal, to encode features, the Wildes et al. system decomposes the iris region by utilization of Laplacian of Gaussian filters to the iris region image. The filters are given as

$$\nabla G = -\frac{}{2\imath} \text{.................3)}$$

Where σ is the standard deviation of the Gaussian and the radial distance of a point from the centre of the filter is ρ. The filtered image is pictured as a Laplacian pyramid which is able to compress the data, so that only significant data remains. Details of Laplacian Pyramids are display by Burt and Adelson [24]. A Laplacian pyramid is built with four different resolution levels in order to smaller a compact iris template. The technique for iris recognition by Emine Krichen [21] use a hybrid method for iris segmentation, Hough transform method used for outer iris boundary and integrodifferential operator is used for inner iris boundary. The code for iris was produced by using wavelet packets. It is the method where filter whre images are scanned. The whole image is determined at different resolutions. 832 wavelets are used to generate 1664 bits code with 4 scales. The iris database comprised of 700 images gain with visible light. An improvement of 2% FAR and 11.5% FRR was obtained using Daugman method. It was watched that by considering colour information, overall improvement of 2% to 10% was gained according to threshold value.

Zero-Crossing representation method

Boles and Boashash [8] make utilization of 1D wavelets for encoding iris pattern data. The mother wavelet is characterized as the second derivative of a smoothing function θ(x).

…………………………4)

The zero intersection of dyadic scales of these filters are then used to encode features. The signal f(x) at scale s and position x of wavelet transform is given by

$$W_s f(x) = f * \text{…………...5)}$$

= …………………………...6)

Where

……………………………7)

Wsf(x) is relative to the second derivative of f(x) smoothed by θs(x), and the zero intersection of the transform correspond to points of inflection in f*θs(x). The motivation for this method is that zero-intersection corresponds to significant features with the iris region.

The technique developed by Boles [22] represents features of the iris at different resolution levels based on the wavelet transform zero-intersection. The algorithm developed by Boles is translation, rotation and scale invariant. The input images are further used to obtain a set of 1D signals and its zero intersection representation based on its dyadic wavelet transform. The first derivative of the cubic spine is wavelet function. From the edge-detected image the centre and diameter of the iris is calculated. From the center the virtual circles are made and stored as circular buffers. The information taken from any of the virtual circles is normalized to have same number of data points and a zero intersection representation is generated. The representation is periodic and free from the beginning point on iris virtual circles. These are put away in the database as iris signatures. The difference between the irises of the same eye images was smaller compared to the eye images of different eyes.

The advantage of this function is that the amount of computation is declined because the amount of zero intersection is less than the number of data points. But the drawback is that it requires the compared representations to have the same number of zero intersection at each determination level.

Approach based on intensity variations
Hough Transform

The Hough transform is a standard computer vision algorithm that utilized to decide the parameters of simple geometric objects, such as lines and circles, present in an image. The circular Hough transform can be used to reduce the radius and centre coordinates of the pupil and iris regions. An automatic segmentation algorithm depend on the circular Hough transform is employed by Wildes et al. [7], Kong and Zhang [5], Tisse et al. [9], and Ma et al. [6]. Firstly, an edge map is created by calculating the first derivatives of intensity values in an eye image and then applies thresholding to the result. From the edge map, votes are thrown in Hough space for the parameters of circles passing through each edge point. These parameters are the centre coordinates xc and yc, and the radius r, which are able to characterized any circle according to the equation

$$X_{c_2} + Y_{c_2} - r_2 \text{ ....} \quad (8)$$

A maximum point in the Hough space will belongs to the radius and centre coordinates of the circle best characterized by the edge points. Wildes et al. and Kong and Zhang also use the parabolic Hough transform to determine the eyelids, approximating the upper and lower eyelids with parabolic arcs, which are represented as

$$\left(-\left(x-h_j\right)\sin\theta_j + \left(y-k_s\right)\cos\theta_j\right)2 = \left(\left(x-h_s\right)\cos\theta_j + \left(y-k_s\right)\sin\theta_j\right.$$

Where aj controls the curvature, (hj, kj) is the peak value, 0j is the angle of rotation relative to the x-axis in the map.

In performing the previous edge detection step, Wildes et al. bias the derivatives in the direction horizontal for detecting the eyelids, and in the vertical direction for detecting the outer circular boundary of the iris. The motivation for this is that the eyelids are usually horizontally aligned, and the eyelid edge map will distort the circular iris boundary edge map if using all gradient data. The vertical gradients are used for locating the iris boundary will reduce influence of the eyelids. While performing circular Hough transform, and not all of the edge pixels determining the circle are required for successful localization. This make circle localization more accurate, and more efficient, since there are less edge points to throw votes in the Hough space.

Approach using Independent Component Analysis

The iris recognition system created by Hamed Ranjzad Component Analysis (ICA) to extract the texture features of iris.Image acquisition process is performed at different illumination and noise levels. By using integrodifferential operator and parabolic curve fitting localization of iris is performed. On every circle the inner to outer boundary of iris, fixed number of concentric circles n with m samples circle are obtained. This is characterized as a matrix n x m for a specific iris image which is uniform to rotation and size. The components which are not uncorrelated, determined from the feature coefficients. The feature coefficients are non-Gaussian and commonly autonomous. The basic function used in this system is kurtosis. The independent components are calculated and encoded. In each class, the centre is calculated by competitive learning mechanism which is stored as the iris code for a person. The average Euclidean distance classifier is utilized to recognize iris patterns.

Iris authentication based on Continuous Dynamic
Programming

Pupil extraction start by distinguishing the highest peak value of histogram provides the threshold for lower intensity values of the eye image. All the associated parts in sample eye image less than threshold intensity value are marked. By selecting the maximum area component we reached at pupil area of the eye. By using centre of pupil normalized bounding rectangle is designed to crop iris. Continuous dynamic programming is used with the concept of comparing shape characteristics part wise. To verify segmented and parts of acceleration rate of change of gray level intensities within bounding box forms acceleration feature plot the acceleration plot which is segmented and parts of acceleration curve are utilized. The concept of accumulated minimum local distances between a reference template and input sample are depended. The reference template is determined by using leave one out method. The distance which is calculated is the count of directional changes in acceleration plot. The local distances are made directional changes in respective individual segmented slots of the acceleration plot.

New Inverse Laplacian Filter Bank

Execution of this new filter bank is like Laplacian pyramid in inverse bearing in recurrence area it is named as Inverse Laplacian filter bank. In Laplacian filter bank the transmission capacities of band pass filters are expanded with increasing the frequency centre of them. Since texture detail data exists in high frequencies more than in low frequencies, these channel filters can't examine texture data precisely. In these filter banks high frequency data of texture can't be removed precisely in light of the fact that wide widths of filters in high frequency, blends in band frequency data with each other. To overcome to this issue we have composed another filter bank which can extract s data more precisely than past filter banks. The transfer speed of our new filter bank are diminished in high frequencies, then removed elements with new filter bank can depict surface data more precisely than wavelet and Laplacian pyramids .It is discernible that new filter bank conduct in recurrence area is like past filter banks yet in inverse heading so we have named this new filter bank as backwards Laplacian filter bank. Since surface data in high frequency is more critical than low frequencies, this new filter bank can separate texture data effectively.

Multiclass SVM based Approach

The support vector machine (SVM) is an all around acknowledged approach for pattern characterization because of features and promising execution. Support vector classifiers devise a computationally proficient method for adapting great isolating hyper plane in a high dimensional component space. In this work, we apply multi class SVM to group the iris design because of its remarkable speculation execution. Here, the SVM is utilized as an iris design classifier due to its worthwhile components over other arrangement plot and furthermore on account of its promising execution as a multiclass classifier. In a SVM, a couple of vital information point called support vectors (SV) is chosen on which a choice limit is exclusively reliant. The SVM is likewise appropriate for the situation where the sample proportion between two classes is inadequately adjusted [3].

In this technique, three fundamental kernel functions are utilized for experimentation, and the best one is chosen for prediction reason. The modification of C and the kernel parameters are additionally critical to enhance the speculation execution. A watchful choice of a training subset and an approval set with a little number of classes is required to avoid training the SVM with every one of the classes and assess its execution on the approval set because of its high computational cost when the quantity of classes is higher. A changed approach proposed in [2] is connected here to decrease the cost of choice technique and additionally to tune the parameters of SVM. Here, the Fisher discriminate function is utilized with a low calculation cost for every class. After watchful determination of C, and part parameters, the entire preparing set with all classes are prepared.

RESULTS AND COMPARISION

By using MATLAB algorithms are implemented. Using CASIA Iris Image Database these algorithms are tested. CASIA Iris Image Database is a public domain dataset. The database contains 758 iris images from 106 persons for testing. For eye 8 images of eye are captured 4samples are taken for training and remaining 4 samples are taken for testing .The accuracy obtained by the error rates which are EER(Equal Error Rate),FAR(False Acceptance rate),FRR(False Rejection Rate). Daughman' s give more than 99.9% rate of accuracy and required less time i.e less than 1sec.It uses thresholding technique to detect iris from pupil and the boundary. Li Ma et al evaluate the rate of performance FAR is 0.02 and FRR is 1.98.Wildes uses first derivative and obtain accuracy of 95.10%.Boles uses zero intersection and performance rate obtain is 94.33%.Avila and Tisse algorithm gives overall accuracy of 97.89%and 96.61%.The overall accuracy is achieved in recognition of 4 training sample is 99.9% using daugman 's algorithms which maximum rate among all algorithm as shown in table.

Table 1. *Performance Rate Of Various Algorithms*

Group	EER	FAR/FRR	Overall Accuracy
Wilde's et al.	1.77	2.4/2.9	95.10
Avila	3.36	0.03/2.04	97.89
Tisse	5.95	1.84/8.79	96.61
Li Ma	4.74	0.02/1.98	98.00
Daugman	0.95	0.01/0.09	99.9
Boles	8.12	0.02/1.98	94.33
Hamed	2.4	1.6/1.2	98.1
Ranjzad			
Kaushik Rai	0.94	0.03/0.02	99.5

CONCLUSION

This paper present survey of the methods used in existing algorithms available for iris recognition system. All aalgorithms basically divided into four steps, such as Localization, Segmentation, Normalization, Feature Extraction and Matching Templates. Doughman's algorithm is there with highest accuracy of 99.9% and Kaushik Rai's algorithm with 99.5% . For future scope only thing is that to decrease the computational time and to obtain the same efficiency of no. of features. One can overcome the deficiency of existing algorithms.

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